The Abstract Factory Pattern

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Overview

Classification: Creational

Close cousin of Factory pattern

Factory creates one product

Abstract Factory creates families

Enforces dependencies between classes

Defers creation of objects to concrete subclasses

Also known as the Kit pattern

Demo

Motivating Example:

Car factories

One manufacturer per factory
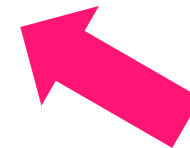
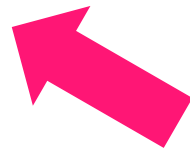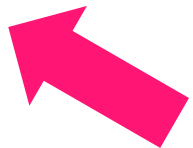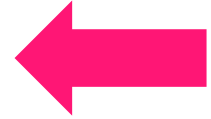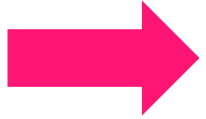**Each factory can make different models:**
- Economy
- Sport
- Luxury

Need to support multiple manufacturers

How could we solve that?

Abstract Factory Pattern Structure

Demo

Using the Abstract Factory pattern

Summary

Encapsulates object instantiation

Supports dependency inversion

Clients can write to an abstraction

Factory vs Abstract Factory?

Factory is great when you don't know which concrete classes you'll need

Abstract Factory is useful when you have families of objects

It depends!